

CLAIMS:

1. A method of storing a stream of data received from a source in a memory, the stream of data comprising a stream of audio-visual data and other data, the method comprising the steps of:

(a) storing the stream of data in a memory; and

5 (b) receiving a pause command;

characterized in that the method further comprises the steps of:

(c) pausing the storage of the stream of audio-visual data upon reception of the pause command; and

(d) continuing the storage of the other data.

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2. Method as claimed in claim 1, wherein the other data is multiplexed with the stream of audio-visual data and the method further comprises the step of parsing the stream of data.

15 3. Method as claimed in claim 2, wherein the data in the stream is split into the stream of audio-visual data and other data, and the audio-visual data is stored apart from the other data in the memory.

4. Method as claimed in claim 1, wherein the other data comprises interactive applications that use trigger points in the stream of audio-visual data as input and wherein the method further comprises the steps of:

(a) receiving an unpause command;

(b) re-commencing the storage of the stream of audio-visual data upon reception of the unpause command; and

20 (c) shifting at least one trigger point that is present in the stream of audio-visual data that is received while storage of the stream of audio-visual data is paused towards a point in the stream of audio-visual data that will be stored after re-commencing the storage of the stream of audio-visual data.

5. Method as claimed in claim 1, wherein the other data comprises interactive applications that are run during reproduction of the stream of audio-visual data and the method further comprises the step of deleting applications that are not run during reproduction of the stream of audio-visual data that is stored in the memory.

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6. Method as claimed in claim 1, wherein the stream of data is a DVB transport stream.

7. Method as claimed in claim 1, wherein the other data comprises applications 10 according to the MHP standard.

8. Method as claimed in claim 1, wherein the pause command is generated by a processing unit, comprised by an apparatus conceived to carry out the Method as claimed in claim 1.

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9. Method as claimed in claim 1, wherein:

- (a) the other data comprises redundant information; and
- (b) during pausing the storage of the audio-visual data, the redundant information in the other data is removed while storing the other data.

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10. An apparatus for storing a stream of data received from a source in a memory, the stream of data comprising a stream of audio-visual data and other data, the apparatus comprising:

- (a) means for receiving a memory to store the stream of data;
- (b) means for receiving a pause command; and
- (c) a central processing unit characterized in that the central processing unit is conceived to:
- (d) pause a process of storing the stream of audio-visual data upon reception of a pause command; and
- (e) continue the storage of the other data while the process storing of the stream of audio-visual data is paused.

11. A programmed computer, characterized in that the computer is programmed to perform the Method as claimed in claim 1.

12. A computer program product for programming a computer enabling the computer to perform the Method as claimed in claim 1.